

Design Spec - Resource Tracking Audio Cue Toggle

Overview

Players can decide which resources to track with audio cues. The resources that are toggled on will make certain sounds when a player is near them. Auto pickup is an option which fits well with this feature. A great feature would be the option to switch between TTS and audio cues for this.

Design Goals

The goal with this feature is to help the visually impaired/totally blind players to track the resources they want, as they traverse the world.

Tracking resources:

- Resources should make a sound without scanning when toggled on in the resource menu
 - The resource tracking audio cue should have a toggle on/off per resource in the settings
 - Option to toggle on/off all resources as well
- A positional sound should play when the player approaches a resource/item that can be picked up
 - Auto pickup
 - Tells you through TTS what item it is
 - An option to switch between TTS and audio cues while tracking an item

High Level Design

This idea is validated and has a high impact on the gameplay. Solution space is implementing this feature into the accessibility settings for the resource tracking audio cue toggle. Design considerations could be looking at the Last of Us 2, and further see how they have solved this problem.

Stakeholders

- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer -
- Game Programmer -
- Sound Designer

Detailed Design

The MVP for the resource tracking audio cue toggle is that the player should be able to choose which resources they want to track, through a toggle on/off option. Resources should make a sound without scanning when toggled on in the resource menu, so the player can traverse the world and track resources that they want.

Technical Requirements

Can't comment on this.

Analytics

- Can the player activate the resource tracking everywhere in the game?
- Do players use the resource tracking feature?
 - How often and when?
 - For what specific resources will it be on?
 - Is it easy to toggle on/off?
- Is this feature going to help the player gather enough resources to build their own structures in the game?
- Should the game tell the player how far a resource is if you press a button?

Test Tools

Adding TTS descriptions, figure out what the player can track, when a player can use resource tracking, and what sound it should play when the player presses a button. It could be worth looking into other parts of the game and where you can't use the resource tracking feature.